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Assignment 2 CheckList

**EXTERNAL DOCUMENTATION** Yes, No or ?

CheckList for Assignment 2 is included and completed \_ Yes\_\_\_

Algorithm Design

List ordered steps in English in to solve the problem \_ Yes \_\_\_

(detailed enough for someone else to write the code based on this algorithm)

Test Cases

Proper Format (Inputs, Expected Output, Runs Correctly) \_ Yes \_\_\_\_

4 test cases with valid data (unique input data for each case) \_ Yes \_\_\_

Assumptions (if any) \_ Yes \_\_\_

Lessons Learned \_ Yes \_\_\_

In 3+ paragraphs, highlight your lessons learned and learning experience from working on this project. How did you do? What have you learned? What did you struggle with? How will you approach your next project differently?

**PROGRAMMING**

Programming Style

Consistent indentation is used \_Yes \_\_\_\_

Appropriate identifiers are used \_Yes \_\_\_

Internal class documentation (within source code)

Description of what class does \_Yes \_\_\_\_

Author’s Name \_Yes \_\_\_\_

Appropriate comments within each section of the code \_Yes \_\_\_\_

Java file compiles and runs \_Yes \_\_\_\_

Accurate output from additional test cases \_Yes \_\_\_

Program user interface

Clear to user how data is to be entered \_ Yes \_\_\_\_

Output is easy to understand \_ Yes \_\_\_\_

Data Validation (between 1 and 20) \_Yes \_\_\_

Program Details

* Remind the user the amount bet must be greater

between 1 and 20 \_Yes \_\_\_\_

* Prints application header \_Yes \_\_\_
* Display the (running) total amount of money entered into the

slot machine and the total amount won \_Yes \_\_\_